Mod Notes/Usage

Begin by selecting which character you'd like to play by dropping the character card on the 'Character Card' spot on your chosen player board. Choosing the Khajiit will swap out 'Fists' for 'Claws'. The correct figure will be provided from the box and the base colored based on player color. The characters from the expansions will use copies of the original figures.

Once the characters have been chose, select your campaign by right-clicking on the appropriate button on the 'Campaign Selection' board near the game box. For each campaign, a 'Chapter Selection' board will be placed near the top of the table. Once the setup for the campaign has finished and you've read the flavor text, you can select which chapter to play by right-clicking on the 'Chapter Selection' board.

Information in the setup instructions for a given campaign or chapter that's in a colored box is automated.

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Combat Boards

A dungeon challenge can be initiated by clicking on the corresponding icon in the middle of one of the two combat boards. (i.e. 'Cave', 'Mine', etc.) Enemy cards will automatically be placed based on the current campaign card. To defeat a specific foe, click on the skull icon below them. To turn over the next foe or foes, click on the 'Next Combat' button. Once the battle is either won or lost, click on the 'Win!' or 'Lose/Flee' button.

Experience rewards for defeated foes will automatically be distributed to those that are noted as participating on the combat board. Other rewards will need to be taken manually.

Anyone that rolls a player die while a combat is taking place will automatically be marked as participating. Players can manually be added if needed (if, for example a player joined the combat, but the foes were all defeated before they got a chance to roll any dice) by clicking the box next to their name in the shaded list of participating characters.

Even if no rewards are available, the participating character list should be kept up to date for the purpose of permanently discarding foes that are at or below the highest participating character level.

Non-dungeon combats can be initiated by dropping the card that spawns them directly onto one of the combat boards. Note that there are some cards with the object along the lines of *'Clear XXX three times'*. These must be done manually. When defeating the foe, take the reward and reset the armor cubes manually. Only once you've defeated it three times (or how ever many it specifies) then click the 'Foe Defeated!' button.

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The Dungeon Challenges Board.

Using the Combat Boards to initiate and conclude combats will allow the Dungeon Challenges board to automatically handle the discarding and rebuilding of the various Dungeon Challenge decks. There are buttons at the top of each deck that can be used to sort and randomize each deck as the rules require (as

well as one to the left of the board that will do all of them), but this shouldn't be needed if combats are started and ended via the Combat Boards.

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The Enchantment/Upgrade Board.

Equipment cards can be enchanted and/or upgraded via the Enchantment/Upgrade board. The equipment card is placed in the left slot and the enchantment or upgrade is placed in the right slot and the appropriate button is clicked. This will permanently attach the two cards together as required.

Note that the board does not impose limitations on the number of enchantments/upgrades that can be applied to a card. Nor does it prevent enchanting or upgrading a card that normally can't be.

Dropping the equipment card back into its original deck will separate the cards and return the enchantment/upgrade back to Enchantment/Upgrade deck as well.

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Player Boards

The various resources in the game (Experience, Septims, Plants, etc.) are all tracked by clickable trackers on each player board. Left-clicking will increase the count and Right-clicking will decrease it.

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Decks/Containers

The desired numbered card can be drawn from a numbered deck by entering the number in the text box on top of the deck.

The majority of decks/containers in the game are filtered and will only accept a card/token of the appropriate type and reject one that is incorrect.

With the exception of the Starting/Craftable deck, all of the market decks and reward decks are always randomized and don't require shuffling even after returning cards.

There is a container for cards removed from play between the 'Campaign Selection' board and the 'Wilderness/Town' challenge board.